

ABSTRACT

A practice mode can be inserted into an RPG program without giving [the player] a sense of boredom. Because the distinction between the practice mode [and the game] is eliminated, the player is not given the sense that the progress of the game is being interrupted and the problem of [the player] losing interest can be resolved. Also, because of the construction of a new training system wherein training for special moves, that are difficult to remember, is easily stored on screen, [the player] can focus on the progress of the game and can have increased interest in the game.